



DISCON  
PROGRESS  
REPORT

FOUR

R.G.K.

And on Saturday Night, there will be a costume ball . . . . .

Apparently some folk were a bit scared by our insistence, in earlier Progress Reports, that costumes must be able to navigate a runway and steps. We are sorry to have frightened anyone -- things aren't as bad as all that. The runway will be about eight feet wide, and is strong enough and wide enough for the U.S. Marine Band to march on [it has.] There may be an inclined ramp at each end, but if none is available, costumes will have to negotiate a flight of about three or four ordinary sized steps to get to the runway.

On the runway, the costumes (or groups of costumes) will be spaced several yards apart. Thus each of you will have an ideal opportunity to display the costume in motion -- here's the chance to show off not only the costume but also whatever action you can work into it.

We've got a new scheme for getting folk into the parade, too. Upon registration, you'll each get a small card, on which we'd like you to put: the name of your costume/character; the source [if it's from some specific story or series]; and your own name. At the ball, put this card on your costume (or on you, if it's that sort of costume) somewhere in the vicinity of the left shoulder. Once in the hall you can mill around, chatter with friends, sit on the sidelines, and . . . most important . . watch the other costumes parade; until one of our heralds, spotting your card, escorts you to the head of the runway. Once there, the announcer will take your card, start you on your walk -- or run, or shamble, or whatever -- down the runway, in front of judges and audience. The announcer will read the name and source for your costume as you begin, and your own name, as you reach the end of the runway. [And the reading of your own name is the signal for you to scat...the next contestant is ready to go on.] Finally, the announcer passes the card on to the judges, and is ready for the next costume. The judges will hold the cards, to help keep score.

Now, the point of this somewhat involved arrangement is this: there is no crowded, milling waiting line -- you come when called by a herald, and the heralds keep a steady stream of people coming past the announcer, and so on. Also, the announcer can read your costume name in a loud, clear voice, without having to be whispered at beforehand. And of course the heralds can tell who's been thru the line and who hasn't, by whether or not someone is still wearing the card.

Members of the committee -- who aren't eligible for prizes, but may be in costume -- will be wearing blue cards. For groups we'll proceed this way: the group leader will carry a red card (supplied by the con, of course). On being tapped by a herald, the leader must round up his mob, shepherd them to the announcer, and there give up the red card. After the group has paraded as a group, individual members may use their own cards to parade as individuals. Clear?

The categories will be an amalgam of the fixed-category system used at some cons and the entirely open-category concept suggested by Robert Bloch. There will be an award for the Most Beautiful Costume, the Most Authentic Fantasy Costume [representing a specific character from the literature], the Most Authentic Science Fiction Costume [again, a specific character from the literature], and for the most BEMish Costume. In

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31 Aug -- 1 & 2 Sept -- Statler - Hilton Hotel -- Washington, D.C.

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addition, there will be three prizes awarded for excellence in categories announced by the judges.

If there is sufficient interest, one of these last will be for the Most Heroic Sword-&-Sorcery Costume. (And to avoid argument over whether Edgar Rice Burroughs wrote science fiction or fantasy, all his characters will be classed as Sword-&-Sorcery.)

And once again (what's more, this is our last chance to remind you), if you plan any special effects, such as bombs, fireworks, or a headless horseman with a real head, we'll do our best to arrange things to show off your special effects to best advantage -- if you tell us about it in advance.

Now, since there'll be other meetings going on in the hotel, and since the costume ball entrance is on a balcony directly over the main lobby of the hotel, there's a distinct danger that the ball may be overcrowded by curious passersby. [We're not pushing panic buttons over wild ideas, either; exactly this sort of thing has happened at previous cons.] Therefore, there will be an Armed Guard at the entrance to the ball, to ensure that only people with membership badges or costumes may enter. In other words, if you're wearing a costume, you don't have to complicate it by wearing your membership card too. The reason for the flamboyant gesture of getting a Real Detective Agent is simple enough: intruders from among the Earth People who would get shirty at a fan's request to leave are much less likely to cut up with somebody who's got a uniform & badge.

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#### AD RATES

Full page . . . .	\$8	(Copy size 6 1/2 x 10 inches)
Half page . . . .	\$5	(Copy size 6 1/2 x 5 inches)
Quarter page . . . .	\$3	(Copy size 3 1/4 x 5 inches)
Filler . . . .	\$1	(copy size 3 1/4 inches x 6 lines)

NOTE: There will be a \$2 extra charge for copy, except fillers, not provided in the specified sizes or double size. The rates are for one insertion only; this is the last PR, and all ads received up to deadline date [25 July] will appear in the Program Booklet.

Half tone material will be accepted at a 50 per cent surcharge.

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DUES: For membership alone -- \$2.00

For membership and attendance -- \$3.00 (You can pay all at once, or \$2 now and \$1 when you register at the Con)

For membership, if you live outside of the North American continent -- \$1.00

Address for both dues and advertisements: The DisCon Committee, Box 36, Mt. Rainier, Md. Make checks & moneyorders to Wm. H. Evans.



*Galaxy Magazine* ~



THE PROGRAM is shaping up nicely, though we've not yet got all our time filled -- it's to be a leisurely program, but one you'll enjoy. There will be the always-interesting Editor's Panel; the Good Doctor Asimov, L Sprague de Camp, and others, will debate on "What Should a BEM Look Like?"; Willy Ley will speak on a subject at this moment undetermined, but which will be sure to be fascinating; Don Wollheim, Sam Moskowitz, and assorted other ERBurroughs fans will argue over facets of that writer's mythos; Jim Blish will speak -- he hasn't promised that he'll match his famous Detention speech, "A Question of Content", but I wouldn't be surprised if he did; and Juanita Coulson and assorted helpers will demonstrate some of the arcane tricks involved in putting illustrations on stencils for fanzines.

We've mentioned the AUCTION before -- we will again. (After all, it is one of our important sources of revenue.) We have manuscripts, oil paintings, manuscripts, interior black & white illos, manuscripts, an electric Gestetner, another manuscript, and the galley proofs to an unpublished ERBurroughs book. Bring money, and keep the DisCon green.

We've mentioned the costume ball -- the program -- the auction -- but the high point for many will be the BANQUET. Ted Sturgeon will toast, Murray Leinster and Will Jenkins will be the Guest of Honor, and there will be the presentation of the annual Science Fiction achievement awards -- the Hugos that you have been voting on for the past few months. All this, with breast of chicken in wine and all the trimmings for only \$4.95.

Order your banquet tickets now -- we'll deliver them to you at registration. If a last minute catastrophe forces you to change your plans, we'll accept cancellations (and make refunds) as late as noon Saturday. On the other hand, we may run out of tickets before then -- send in your banquet ticket money now. \$4.95, remember.

This year the banquet will neither be as formal as last year's, in dress, nor as casual as some in the past. We invite the men to wear respectable shirts [that is, not T shirts nor the more florid sportshirts] and trousers...plus shoes and the usual accessories...but coats and ties are definitely optional. The ladies we ask to wear blouse & skirt, or dress, or some such equivalent.

The BUSINESS MEETING of the DisCon will be held Sunday Night, beginning at about 9 or 10 PM [exact time will be in the program book, of course]. It will be conducted according to ROBERT'S RULES OF ORDER, REVISED. Order of business: Reports of Committees; Motions, submitted in writing to the convention committee prior to 1 August in order of receipt; Nominations for the site of the 1964 Convention; Motions, submitted from the floor.

The enclosed folders tell you a bit about sightseeing in Washington; we hope they'll be useful to you and yours while you're here. One sight which our "How to get around in D. C." overlooked: there is a circle of flags around the Washington Monument. On a windy day, all the flags flutter downwind -- a beautiful sight -- except that every so often one or two of the flags will suddenly get contrary and fly upwind instead; we kid you not. And much as we'd like to, the DisCon committee cannot arrange any sightseeing tours -- for this, you're on your own.

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BOOSTER ads are cheap -- booster ads are fun -- booster ads are all sorts of humorous and serious short-short ads in the program book. But the deadline for all ads is 25 July -- send yours in quick.

Selling something? Tables in the huckstering room are available at \$c.00 per six feet. Order now, while there are still some tables left. And a bit of bad news: D. C. has a three percent sales tax, and that applies to all books, illustrations, and the like sold at the convention. The convention must collect the tax on what it sells; you must to the same for your sales. There is a little bit of paper-work involved, but we will send whoever buys tables the necessary forms; from there on, it's between you and the District.

The National Fantasy Fan Federation is providing a hospitality room, where you can play a quiet game of chess, read, have a cup of coffee, or -- best of all -- just chat with whoever else drops in. The NFFF and the DisCon have agreed on a rule for this room: no overnight sleepers.

We have time and meeting rooms now for the Hyborean Legion Muster, the Burroughs Bibliophiles Dum-Dum, and a meeting of First Fandom. If any other small groups want time and a meeting room, let us know before the 25th of July.

Material has begun to arrive for the Project Art Show display at DisCon, the fourth annual exhibition of fandom-wide artistic talent. We're getting a fine large display area this year -- the largest since Pitt -- and the show is being run on the spot by Juanita Coulson, popular co-editor of Yandro. Aside from a fine display, the Art Show, remember, also provides attendees a chance to build up their own collections, choosing from a broad range of subjects. Material for display should be sent to the DisCon agent, Dick Eney, 417 Ft Hunt Rd, Alexandria 7, Virginia. Entry blanks and rules may be had from Ron Elik, 1825 Greenfield Ave, Los Angeles; other information, ask the Project Art Show founder, Bjo Trimble at her new address: 5571 Belgrave Ave, Eastgate, Garden Grove, California.





IS HOLDING A Get Together  
AT THE Discon

Original Members:

MIKE DOMINA	SKIP WILLIAMSON
TIM BUCKHAN	DAN CALDWELL
KEN MOORE	BILL GIBSON

DAVE KEIL

We'll see you in D.C!

"Honest, boss --

The National  
Fantasy Fan  
Federation

is havin' a

real  
hospitality room  
at DisCon...

No huckstering --

No recruiting --

Just fandom!"



276. Dannie Flachta  
 277. David Flick  
 278. Bill Glomens  
 279. Charles S. Mack  
 280. Edward Jilek  
 281. Brian T. Wrynn  
 282. William Glass  
 283. Art Cosing  
 284. Lawrence Mangan  
 285. Fred D. Brammer  
 286. Thomas La Rock  
 287. Alan Fiala  
 288. Esther Stanton Davis  
 289. The Rev. Henry H. Heina  
 290. Judith Ann Lawrence  
 291. David B. Jodrey, Jr.  
 292. William J. Clark  
 293. Bill Thailing  
 294. Robert Woods  
 295. Alan Simons  
 296. Jerome Stennock  
 297. Larry Hickok  
 298. Steva Crossen  
 299. Fred Cook  
 300. Roger Salerno  
 301. Bob Berger  
 302. Verna Trestrail  
 303. Julie McGown  
 304. Arch F. Nuttall  
 305. Harry B. Moore  
 306. Paul Zimmer  
 307. Irving Derby  
 308. Pauline Derby  
 309. Margaret Gemignani  
 310. Spencer Lopley  
 311. Nick Palasca  
 312. James N. Hall, Jr.  
 313. David N. Hall  
 314. Roger Zelazny  
 315. Richard S. Mayer  
 316. Paul G. Herkart  
 317. Sol Cohen  
 318. David Ferton  
 319. Rosemarie Bianchini  
 320. Albert A. Jackson IV  
 321. Alice Billingsley  
 322. Gordon Van Toen  
 323. Mary Martin Patterson  
 324. John H. Patterson, Jr.  
 325. Ellen Walters  
 326. Carolyn Cross  
 327. Jessamine Greer  
 328. Fred von Benewitz  
 329. Rick Brooks  
 330. Claude Held  
 331. Anna Held  
 332. Steve Tolliver  
 333. Charlotte Craig  
 334. Sanford Z. Meschow  
 335. Durk Pearson  
 1. Jim Caughran  
 21. Dick Eney  
 31. George Scithers  
 41. Bill Oaten  
 51. Phyllis K. Berg  
 61. William B. Berg  
 71. Loftus Becker, Jr.  
 81. George W. Price  
 91. Lou Ann Price  
 101. A. J. Rudrys  
 111. Jon Stopa  
 121. James O'Meara  
 131. Earl Kemp  
 141. Nancy Kemp  
 151. Henry Beck  
 161. Martha Beck  
 171. Joseph T. Mayhew  
 181. Phil Harrell  
 191. Robert Bloch  
 201. George McMullin  
 211. Gus Willmorth  
 221. Ruth Berman  
 231. Elizabeth Locke  
 241. Alva Rogers  
 251. Sid Rogers  
 261. Tom Rutherford  
 271. Robert A. Weinlein  
 281. Alan J. Lewis  
 291. Robert M. Quinn  
 301. Baltimore Science Fiction Society  
 -101. Isaac Asimov  
 -91. Carol Pohl  
 -81. Fred Pohl  
 -71. Jeannie M. Smith  
 -61. Edward E. Smith  
 -51. Larry Breed  
 -41. Willy Ley  
 -31. L. Sprague de Camp  
 -21. Ralph Watts  
 -1. P. Schuyler Miller

